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# Navigator

In this game two players journey into a mysterious, restricted site known as the Zone to find a room rumored to grant people their innermost desires. One player is The Client, a person who wants to find this room and have their wish granted, and the other player is The Navigator, a person with previous experience navigating the Zone that has been hired by The Client to help them find the Room.

## What is Required to Play Navigator?

You will need paper, some pencils or pens, and a deck of playing cards with the jokers removed.

## Setup

Before going into the Zone, answer the following questions:

- What was this land before it became the Zone?
- Do people know what happened that turned this place into the Zone?
- What does The Client plan to wish for?
- Why is the Navigator guiding the Client into the Zone? Why has the Navigator previously been in the Zone?
- What rumors have you heard about this place? What is rumored to be inside the Room?
- How do you enter the Zone? Is the place so difficult to enter?

## How to Play

At the beginning of each day, draw a card. Each card represents something you have come across during your search for the Room. Use the Discoveries section at the end of this book as a prompt to help describe what you have found.

As the Client and Navigator make their journey, map the path they are taking on a sheet of paper along with the things they see along the way. Each time you draw a card, add up the total for the day:

**Under 14:** You do not have the supplies to stop today's journey so soon. Draw another card after updating your map and answering this question:

- Where do you go next?

**14-21:** Today's journey has been a success and you may rest. Roll 2d6. If it's less than the number of days you have traveled, you have found Room. If not, setup camp and reflect on your day. Consider answering the following questions:

- What have you learned about the Zone?
- How are you feeling about your journey?
- Has the Client's wish changed?

**Over 21:** A disaster has happened and your journey has ended for the day. Draw a card and refer to the Setback table to describe what happens next.

Play until the Client and Navigator find the Room or cannot continue their journey.

## End of the Journey

If the Client and Navigator find what Room, answer the following:

- What does it look like? Is it what you expected?
- What do the Client and Navigator do at Room?
- What happens next?

## Discoveries

Use this section to help describe the things your group finds on the way to the Room. When you draw a card, look at the suit and number for suggestions for what you have seen.

### Card Suite

♥ **Heart** - Treasures, artifacts, unknown objects

♠ **Spade** - Buildings, nature, statues

♦ **Diamond** - Oddities caused by the site, visions, unexplainable mysteries

♣ **Club** - Animals, people, plants

### Number

**A** What frightens you most about this?

**2** You overcame a great obstacle here. Explain what happened.

**3** Describe how you see this as an omen for your journey. Good or bad?

**4** How has the Zone reclaimed this space?

**5** This makes you think about the client's wish. Is it encouraging or does it make you second guess it?

**6** Explain how this encounter demoralizes your group.

**7** The Zone created something awe inspiring here. What is it?

**8** What are the signs that another group was previously here?

**9** What does this remind you of?

**10** Why do you find this calming?

**J** How does this give you hope?

**Q** This is where you were injured. Explain what happened.

**K** How does this help you on your journey?

## Setbacks

Card	Setback
A	Exhaustion
2	Illness
3	Obstacle created by the mysterious site
4	Slowed by difficult terrain
5	Tensions rise between the Navigator and Client
6	Supplies run low
7	Encounter with another group goes wrong
8	Frightened by the force of the site
9	Path blocked
10	Lost
J	Inclement weather
Q	Someone is injured
K	Precautions are taken for a perceived threat that is a false alarm